```csharp
using system;
namespace inheritance
{
class student
{
public void info(){
string name="diptesh";
    string class="SYBCA";
    Console.WriteLine("student name"+name);
    Console.WriteLine("class"+Class);
}
}

    interface exam
    {
    void make();
    }
class result:student,exam
{
public void make()
{
string subject="c#.net";
    int marks=28;
    Console.WriteLine("subject"+subject);
    Console.WriteLine("marks"+marks);
}
    static void Main(string[] args)
    {
    result obj=new result();
        obj.info();
        obj.make();
        Console.ReadLine();
```

```
            }
    }
    }
```